



SCHOOL COORDINATOR

Odyssey of the Mind Pledge

"Odyssey of the Mind is in the air
In my heart and everywhere.
My team and I will reach together
To find solutions now and forever.
We are Odyssey of the Mind!"

THINK



CREATE



COMPETE



Greetings and welcome to Georgia Odyssey of the Mind,

Creativity is alive and well in Georgia and Odyssey of the Mind plays a large role. Each year we welcome students from all parts of our state in grades K-college to showcase their creative problem-solving skills at our regional tournaments and state finals competition. As a career educator I can assure you that Odyssey of the Mind provides sound support for many educational initiatives including Georgia Standards of Excellence, STEM (science, technology, engineering, and math...we like to add the A for arts making it STEAM), and 21st Century Skills, just to name a few, and Odyssey of the Mind is fun!

Your role as a coach forms the very foundation of the program. Without you this program would not be possible. You make a difference! I am often asked why I am so dedicated to Odyssey of the Mind and why I have been involved for so long. The answer is simple, it's for the kids and it matters. When I look around at many of the problems in our world today, I become more focused on our efforts. This world needs problem solvers. Your effort will give kids the opportunity to flex their problem-solving muscles and the results can have a lifelong impact. Thank you for stepping up and stepping out. I hope you have a wonderful year.

This "book" is designed as a reference. Please refer to your problem, the Program Guide, our Georgia website <http://www.georgiaodyssey.org>, the main website <http://odysseyofthemind.com>, and the clarifications as your main source of information.

On behalf of the Georgia Odyssey of the Mind Board of Directors, the Georgia State Captains, the Georgia State Assistant Problems Captains, and a host of dedicated volunteers, I would like to welcome you to the Georgia Odyssey of the Mind family. Have a wonderful year helping kids to THINK BEYOND THE BOX.

Creatively yours,

Dr. Lisa Hackney
Georgia Odyssey of the Mind
Association Director



Odyssey of the Mind®

G.P.S. to Great Problem-Solving



Become a Member

Memberships are explained in more detail and can be purchased on our website at: www.odysseyofthemind.com/join.



Log-in to Members Area

After you have purchased a Membership and received the confirmation email with your Membership Number, log into Members Area at: www.odysseyofthemind.com/member-area/



Form a Team or Many Teams

A Membership can support one team per problem per division.



Read the Program Guide

Familiarize yourself with the Program Guide. The Program Guide was created to help you on your Odyssey. Program rules, suggestions, forms and many other great pieces of information can be found in the Program Guide.

To download your copy, visit: www.odysseyofthemind.com/program-guide



Register With Your Association

Looking to compete with other teams in your region, state, and the world? Register with your Association! Find your Association contacts in the **Member Area!**



Most Importantly: Have Fun and Be Creative!

Odyssey Essentials

Generate Interest

- ☐ Hand out copies of the long-term synopses to see if there is interest.
- ☐ Advertise as an Extra-Curricular activity at club fairs.

Form Teams

- ☐ Recruit as many participants as possible.
- ☐ Allow recruits to form their own team.

Meet the Parents

- ☐ Help parents understand the program. They may bring light to any hidden skills and teach a few, too!

Make a Schedule

- ☐ Discuss time constraints, then create a schedule for teams to meet virtually and/or in-person.

Train Your Team

- ☐ Train your team to work cooperatively.
- ☐ Inspire them to be creative.
- ☐ Teach your team to brainstorm.
- ☐ Encourage your team to support each other. This will help team members to be confident in their ideas.

TEAM JUDGES & VOLUNTEER REQUIREMENTS

The quality of the Georgia Odyssey of the Mind program is dependent on volunteer participation. Without volunteer judges and tournament workers our Odyssey program would not be possible. Each Georgia Odyssey of the Mind competition uses approximately 100 judges & 100 volunteers to ensure a smooth, exciting tournament for all.

To compete at Regional Competition

EVERY TEAM must provide 1 trained Judge (must attend mandatory full-day training in January or February).

- Judges must be 18 years or older and high school graduates.
- Your judge will not be assigned to judge the problem/division in which your team is competing.
- Judge is scheduled to work the problem/division assigned for the entire day and **will not** be able to watch your team compete.
- Responsibilities: Learn how to judge creativity, rules/restrictions, how to score teams, give feedback for long-term or creativity for spontaneous problem solving.
- Please note that failure to volunteer at the tournament will result in the team being assessed a \$150 fee.

Types of Judges:

- | | | |
|-----------------|-----------------|------------------------|
| ○ Head Judge | ○ Style Judge | ○ Timekeeper/Announcer |
| ○ Problem Judge | ○ Staging Judge | ○ Score Checker |

EVERY TEAM must provide 1 volunteer for tournament (1 ½ to 2 hours).

- Volunteers must be 18 years or older and high school graduates.
- It is strongly suggested that volunteers should not be coaches! Parents make great volunteers.
- Volunteers will not be scheduled to work during your team's performance.
- Coaches will receive an email 2 weeks before the tournament to forward to the volunteer for online registration.

To compete at State Finals (when team advances)

EVERY TEAM must provide the same trained Judge who has attended training AND worked at a regional tournament.

EVERY TEAM must provide 1 volunteer for tournament (2-3 hour)

Spontaneous Blast-Off (when team advances to World Finals)

EVERY TEAM must provide 1 volunteer to help with the spontaneous problems. This is **in addition to** the coach who stays with their team.



Thank You!

THANK YOU for your support, for your child, for his or her coach, and for the state volunteers!! We wish you creativity in your own life, and fun watching these wonderful problem solvers at work!!

GEORGIA'S PHILOSOPHY

Georgia Odyssey of the Mind provides opportunities for children to work together to solve unusual and stimulating problems. We believe that creativity, persistence, and cooperation needed to complete the Odyssey of the Mind problems will empower students to be more successful problem-solvers in their own lives, and in future problem-solving situations.

We are committed to the idea that all students who participate in Odyssey of the Mind are winners. We strive to make the training, problem-solving and tournaments as child centered as possible. Sportsmanship, team cooperation, and risk-taking will be valued as part of the problem-solving experience.

Georgia Odyssey of the Mind supports the ideas of minimal adult intervention and **no** outside assistance. We will adhere to the coaching ethics outlined by the national Odyssey of the Mind Program.

GEORGIA'S ODYSSEY OF THE MIND HISTORY

Georgia began to participate in Odyssey of the Mind in 1983. Lilburn Middle School hosted our first state competition with seventeen schools and 230 students. In 1987, a regional level of competition was begun to allow all those who wanted to participate in Odyssey of the Mind to do so. Outstanding teams from both the Northern and Southern Regionals went on to the State Finals which was held at Morrow Junior High School in 1988. In 1990, this competition format was expanded to include four regions. In our twentieth anniversary, 2003, Georgia Odyssey of the Mind had nearly 2,000 students participating!

Each year, Georgia teams from Divisions I, II, and III have gone on to the Odyssey of the Mind World Finals. Beginning in 1992, Georgia has been represented by Division IV teams as well. The thrill of being part of an international group of award-winning problem solvers has been a remarkable experience for Georgia's creative stars. In that period, we have come home with many trophies; we have also earned several coveted Ranatra Fusca Awards for Outstanding Creativity.

While teams are responsible for their own fund-raising for World Finals expenses, it will remain the goal of Georgia Odyssey of the Mind to raise funds to contribute to this effort. From 1988-1992, IBM in Atlanta donated their services in the form of a grant for our Creativity Calendar and publicity for all our competitions. In the spring of 1990, the Harland Charitable Foundation gave a generous contribution to our expansion program. In 1995, Georgia Power provided support for the State Finals at the Agricultural Center in Perry, Georgia. In 1995, AT&T provided their support to our famous "pin sales" by helping design two new pins with their logo. Georgia College & State University was our Educational Sponsor from 2000 through 2005. Columbus State University has been our Educational Sponsor and has hosted our State Finals since 2006. Georgia Odyssey of the Mind contributes funds, shirts, and pins to each of the Georgia teams going to World Finals.

Much of the success and growth of Georgia Odyssey of the Mind is due to the commitment of parents and teachers who volunteer hundreds of hours to coach and to the Georgia Odyssey of the Mind Board of Directors who oversee the program. Small stipends, materials, transportation, and membership dues are often provided by the schools, but overwhelmingly the coaches contribute their time and energy because of their dedication to young people and their enthusiasm for creative problem solving.

COMPONENTS OF ODYSSEY OF THE MIND

The Long-Term Problem (200 Points)

Every year, the Odyssey of the Mind organization publishes five competitive Long-Term problems, and one non-competitive Primary problem. The Long-Term problems are prepared by the team in advance of the tournament. It can take them anywhere from 4-6 months to develop these solutions.

The Long-Term problem requires a set of defined tasks to be completed during the performance {8-minute skit}.

- Problem 1: Vehicle – building moving vehicles, large or small that accomplish certain defined tasks.
 - Problem 2: Technical – some technical component included within the performance.
 - Problem 3: Classics – based on some traditional tale.
 - Problem 4: Structure – build a weight-bearing structure made of balsa wood and glue.
 - Problem 5: Humor – finding humor in everyday life.
 - Problem 6: Primary – for grades K-2
-
- All problems are open-ended, that an unlimited number of interpretations are possible.
 - Carefully review each problem to understand the criteria for the required scoring elements.

Style (50 Points)

Odyssey of the Mind Long-Term problem solutions require creative problem solving. The program rewards teams for elaborating their Long-Term problem solutions since elaboration requires additional creativity. OotM calls this elaboration *Style*.

Exactly what is *Style*? Think of it like the icing on the cake. If the Long-Term problem is the cake, then *Style* is the way the cake is decorated. Teams will decorate their cake in unique ways. Great style takes the simple to the WOW – not just in execution, but also in creativity. (example: Using recycled materials of many types/colors in unusual ways).

Spontaneous Problem (100 Points)

Each team entering a tournament must also solve a Spontaneous problem. Team members will not know the content of the Spontaneous problem until the judge presents the problem to them. One of the purposes of spontaneous competition is to see how well the team members react to new situations; in addition to the solution itself, teamwork and creativity are generally included as scored elements in Spontaneous. Teams competing against each other are required to solve the same Spontaneous problem. Team members are not allowed to discuss the problem they were given until the end of the tournament season.

Spontaneous problem-solving is a learned skill – it takes both practice and the learning of specific spontaneous skills that facilitate the team's capability to think creatively under time pressure.

LEVELS OF COMPETITION

Regional Tournament

1. Each membership may enter **one** team, **per** problem, **per** division in a regional tournament.
2. If a membership wants to send more teams in the same problem/division, it may purchase additional memberships.
3. Primary teams demonstrate their problem solutions in a non-competitive performance.
4. **Advancement Formula** – To allow for fair advancement of teams from regional to state competition, the formula refers to competing teams. If a team listed on the tournament program fails to compete, it is not considered a competing team, nor is it considered in determining the formula. The advancement formula determines the number of teams to advance, not the places of teams to advance. However, tied teams will not be “split.”
 - Divisions with 1-4 teams two teams advance
 - Divisions with 5-8 teams three teams advance
 - Divisions with 9-12 teams four teams advance
 - 13 teams or greater five teams advance

State Finals

1. Teams who place first, second or receive a Ranatra Fusca Creativity Award at the State Finals are eligible to compete at World Finals.

World Finals

1. Teams come from almost every state in the U.S. and about 20 other countries, including Belarus, Canada, China, Germany, Japan, India, Singapore, Poland and more.
2. Teams are awarded 1st, 2nd, and 3rd place, some receive Ranatra Fusca Awards or Omer Awards. Honorable mention goes to 4th, 5th and 6th place.

COORDINATING AN ODYSSEY OF THE MIND PROGRAM

The Odyssey of the Mind School Coordinator is the quiet “behind the scenes” volunteer but is the most important link between team and tournament. With the diligent support of a School Coordinator, your school’s teams will compete successfully with other teams at the tournaments. The following is a suggested timeline; all teams and situations are different, so this may or may not be completely applicable to you.

SEPTEMBER/OCTOBER

- Submit membership application and payment to CCI.
- Determine official ways to communicate Odyssey information (ie: pa announcement, newsletter, website, etc.)
- Work with your principal to have an Odyssey of the Mind Informational Night at your school.
- Create an Odyssey information flyer with meeting details. (Post on newsletter, website, etc.)
- Arrange for a table at orientation/back to school night and handout flyers.
- Confirm existing teams/coaches and invite them to help with the meeting.
- Set agenda and materials for meeting, including a presentation, spontaneous problems, veteran students + coaches, registration forms.
- Approach the PTA and ask if they can assist/sponsor the Odyssey Program. Present budget and confirm reimbursement process.
- Throughout the year, forward relevant emails to all coaches. **Make sure all coaches and assistant coaches are receiving emails from Georgia Odyssey of the Mind.**
- Hold an informational meeting, highlight deadlines for returning registrations, express the need to recruit coaches.
- Create Excel spreadsheet for keeping up with potential team members. Form teams with given information.
- Email out team status information to all interested parties, both parents & students, that you are in the process of forming teams will be getting back to them. Confirm with existing coaches & teams.
- Email all coaches of dates and times of Georgia Odyssey of the Mind trainings/workshops: New Coaches’ Workshop, In-Depth Problem Workshop, Spontaneous Workshops and Judges Training.
- Email PDFs of problems and Problem Guide to all coaches. **This is imperative information for coaches to have.**
- Encourage all coaches to read the Coaches’ Handbook and email the Georgia Coaching Mentor with their questions. (see georgiaodyssey.org)

NOVEMBER

- Email coaches – information about managing money and reimbursements.
- Email coaches – reminder of trainings/workshops.
- Email coaches – Ask how things are going? Ask if there are any issues?
- Email coaches – Inform them of what to expect in coming months; identify someone to take on the creation of team t-shirts; begin the search for judges and volunteers.

DECEMBER

- Email coaches – Remind them that they need to register their team(s) and judge(s) at georgiaodyssey.org
- Email coaches – Hang in there! Your team may not seem to be progressing, but everyone is in the same boat. Things pick up in January!

JANUARY

- First week: confirm that all coaches have registered their teams and judges.
- Continue with upbeat reminders to all coaches. Keep on top of regional information.

FEBRUARY

- Email coaches – all forms needed for tournament.
- You may want to set-up a Rehearsal Night for teams and video their performance so teams can critique their performance to make any last-minute changes.
- Email coaches the deadline to submit clarifications – (Mid February) Ask how things are going, give reminders, get feedback, give advice if needed and encouragement.

HOW DO I START ODYSSEY OF THE MIND AT MY SCHOOL?

There is *no one, correct, answer* to this question. Each school and school system has its own guidelines for clubs and organizations, its own degree of faculty involvement, and its own approach to Odyssey of the Mind™. Georgia Odyssey of the Mind has its own procedures and offers various support and services. Some school districts give financial support, and some do not. However, the following steps are some you might consider in getting started:

- 1. Talk to the principal about the goals and values of Odyssey of the Mind™.** Get approval for this extracurricular activity. Explain what might be required in terms of sending flyers home, having an awareness meeting for interested parents and students, enlisting a faculty sponsor, and perhaps soliciting teachers to judge at the Regional Tournament.
- 2. Contact the Association Director to ensure that Georgia Odyssey has you on their mailing list.** (You will receive training and tournament information.) Find out what costs there are at the state and regional level for participation. Attend the Coaches Training in the fall. Check <http://www.georgiaodyssey.org/> for calendar.
- 3. Financing:**
 - a) If the program is not financed by the school/district, examine methods of financing with the school principal. Determine who might finance the membership fee and whether any funds might be available to pay tournament fees, coaches' training fees, state membership fees, etc.
 - b) Talk to the PTA/PTSA president about Odyssey of the Mind™. If the funds are not available from the principal but he or she approves, ask the PTA for funding. Send in the membership application now or wait until you see if enough people are interested in the fall. (Packets with the rules and problems are mailed in September. It will take 3-4 weeks to receive the packet after you have mailed your application.)
- 4. Determine who will be the "School Coordinator/Faculty Sponsor"** to help form teams and disseminate information to coaches and teams.
- 5. In September or October, invite interested parents, students, and teachers to an Awareness Meeting to tell them about Odyssey of the Mind™ and how to form teams.** The information about this meeting can be sent by flyer, School and PTA newsletters and/or announcements over the PA system. You may wish to distribute additional information (program overview, problem synopses) at the meeting. You might have a sample Spontaneous problem for the kids (or parents!) to try.
- 6. Recruit coaches** by explaining a team cannot be formed without a coach. (Some schools have had much success by requiring that each team parent have some responsibility, either as coach, assistant, team volunteer, spontaneous coach, etc.)
- 7. Have students sign up** and juggle their interests, ages, and available coaches to form teams. (Some schools have try-outs either to limit the number of teams or to determine commitment on the part of students. Ideally, all interested students should have the opportunity to participate!!)
- 8. Provide initial support to coaches** by giving information about training, copies of the rules and of the problems, and a copy of your school's membership card.

RECRUITING TEAMS AND COACHES

A. Get Information Out:

1. Display posters throughout the school
2. Odyssey Problem Synopses
3. Explain Odyssey of the Mind
4. Give everyone the email of school coordinator for more information
5. Invite parents & children to an **Odyssey of the Mind Informational Meeting**

B. Preparing for Informational Meeting

1. Consult with your school administrator to select the most ideal date and time to host the Informational Meeting.
2. Advertise the meeting date, time and place of the meeting (online, posters, newsletters, announcements)
3. Contact experienced coaches to help promote the program at the meeting.
4. Invite experienced team members to share their experiences with prospective team members, parents and coaches.
5. Arrange for audiovisual equipment for any presentations you would like to make.
6. Schedule your Awareness Night around 5:30pm or 6:30pm so that parents can come after work and children can also attend.
7. Have a sign-up sheet with name, grade, e-mail address & telephone number. You will later be able to contact these people again. Sometimes people do not sign-up for the program but still wish to participate. Follow-ups are always very important.
8. Have copies of the problem synopses available for parents.
9. Have copies of sign-up forms available

C. Informational Meeting (Examples of Agenda in Appendix)

1. Explain Odyssey of the Mind Program
2. Explain the Team process and the fact that the children need to solve the problem by themselves and will then perform in front of judges.
 - a) Explain the different parts of the scoring system
 - Spontaneous, Long-Term and Style
 - b) Brief explanation of the problems
 - c) Need for Parent Coaches

D. Follow-up and putting teams together:

1. Once you've received the sign-up forms back, you will have to put the children into teams. This is usually done according to their choice of problem.
2. Notify parents and advise them that their child has been put on an Odyssey of the Mind team.
3. Let them know the names of the other members of the team and the name of their coach.

FORMING TEAMS

I. MEMBERSHIPS

- A. Individual school: A school membership may enter one team, per problem, per division in competition. Multiple memberships may be purchased at a reduced rate.
- B. Multi-school teams: Those made up of students from different schools are permitted as long as all the schools have a current membership.
- C. Home-schooled students: A minimum of four home-schooled students must be included on each team. May enter one team per problem.
- D. Community Group: May not be an organization established solely for the purpose of participating in Odyssey of the Mind. May enter one team per problem in competition.
- E. Division IV: May enter one team per problem. Proceeds directly to World Finals and has the opportunity to compete at the Association level.

II. LEVELS

- A. Primary Division: Grades K-2 in the U.S.
- B. Division I: Grades 3-5 in the U.S.
- C. Division II: Grades 6-8 in the U.S.
- D. Division III: Grades 9-12 in the U.S.
- E. Division IV: Collegiate. All team members must have a high school diploma or its equivalent and be enrolled in at least one course at a two- or four-year college or university. High school students taking accredited college courses do not qualify for Division IV.
- F. The team member in the highest grade determines a team's division.

COORDINATORS Q & A

Q: How can I be sure which division a team is in?

A: Ask students to put their birth dates and grade levels on the sign-up form when you first start organizing teams. That way, you will be certain at which level they should compete!

Q: What if a team wants to have team members from more than one school?

A: This may happen, but only IF both schools have memberships and IF both school's principals agree. The schools can even be in different Odyssey regions, but ALL INVOLVED SCHOOLS MUST HAVE MEMBERSHIPS.

Q: How do we find enough judges to provide for the tournament, especially if we have a lot of teams?

A: Start at the very first Awareness Meeting. Inform parents that they must each have a role, whether it be as coach, judge, volunteer, spontaneous problem provider, or whatever. Talk to teachers, co-workers, team parents, or relatives (18 or more years old!) Ask someone who has coached before but is not coaching this year. Give coaches some ownership in this problem also: they must provide a judge for their team to register for the tournament!

Q: What if a team has 7 members, but then one or more quits?

A: If a team has discussed the long-term problem AT ALL with 7 people, those 7 are carried on the registration for that team until this year. Odyssey season is over. They may not be replaced. The team may continue, however, even with fewer than 5 members, if they wish.

Q: What if some parents are giving Outside Assistance with the coaches' knowledge.

A: If the coach is not aware, let him or her know and suggest a letter home to ALL the team parents stressing the importance of allowing the team to "own" their own solution. If the coach is aware, and is allowing this to happen, have a meeting of all your coaches and go over the detrimental aspects of Outside Assistance (and not just penalties, though those are important.) If it continues, discuss the situation with your Association Director.

Q: How do we handle a student who is a discipline problem?

A: Always inform the parents of the problem first. Enlist their help. You may want to find out if the child really wants to do Odyssey or if his parent pressured him/her to join. If he/she really does want to do Odyssey, find out why he/she is having difficulty getting along. Have a meeting with the coach, parent, and child and set conditions for continuing on the team. If those conditions are not met, inform the parent, perhaps employing the "three strikes, you're out" philosophy. Odyssey always wants every child to succeed, but one student should never be allowed to submarine the efforts of the rest of the team. The school counselor might also be a valuable resource.

Q: How do schools determine who can participate?

A: Each membership operates as an individual entity in making these decisions, so it is up to you and your members. Factors which influence the decision include the number of students who want to participate, the amount of funds available, the level of support by parents and the administration, and how many coaches you can recruit. Ideally, **all students who wish to participate should be given the opportunity to be on a team.** However, you may have too few coaches, students that simply cannot work in a small team environment or such a wide variety of ages that forming teams is difficult. If you should choose to limit participation, you might: have auditions; have students do mini projects to demonstrate interest and commitment.

Q: How do we find enough coaches???

A: TELL PARENTS AT THE VERY FIRST MEETING THAT THEY MUST ALL PARTICIPATE IN SOME WAY, whether as coach, judge, or volunteer. Suggest that they co-coach or be a spontaneous coach. Emphasize that they will have lots of help, training, and support.

Q: Who can answer any questions I have later?

A: Questions about Long Term problem interpretations should be directed to Odyssey of the Mind by a team via a clarification form. Any other questions may be referred to the State Association Director by e-mailing ad@georgiaodyssey.org

WORLD FINALS

First and second place and winners of the Ranatra Fusca teams in each division of each problem from the State Finals are invited to participate in the Odyssey of the Mind World Finals.

World Finals is like nothing else you or your students have ever attended. Over 5,500 participants (almost 850 teams) from many different countries come together to celebrate creativity, problem solving and teamwork. Teams will leave with happy memories that will last a lifetime.

A variety of non-competitive activities are provided at World Finals; one is "Pin Trading" in which participants trade pins from their regions and states with participants from other states and countries. Teams can host an international team, creating lifelong bonds and friendships. There is a creativity festival where each state/country runs a booth containing a fun activity related to their state. Spontaneous at world is unlike anything else (yelling and cheering) which is usually frowned upon, but not at World Finals. The highlights of World Finals are the opening and closing ceremonies. These ceremonies are held Olympics style in an arena on campus. Teams march in and sit with other competitors from their state. After the closing ceremonies, several parties are held for different age groups, and a party is held for the coaches. These parties are a reward for all the hard work that teams have put forth.

When planning for World Finals, the first obstacle to consider is cost. After winning the State Finals, teams have a few weeks to finance their trip. Odyssey of the Mind offers a package deal to stay in the dorms to all team members, coaches, and family members. This includes the tournament fee, housing, food and use of the recreational facilities. Other additional costs to consider are transportation of team members, shipping props and the optional costs of Pins for trading and souvenirs.

See what kind of support is available for your team(s):

- Does your school have a fund for special projects?
- How much is your school district willing to contribute to this type of event?
- Could your PTA/PTO help with any costs?
- Could your PTA/PTO help with any fundraising events?
- Any local business partners that are willing to contribute?

Fundraising Ideas:

- Have a sponsorship campaign and have t-shirts made with sponsors listed.
- Sponsor a "Hat Day." For \$1, students will be allowed to wear a hat all day at school.
- Get the word out in the community. Get the most publicity you can get – newspaper, TV, radio, etc., the more people will support the team. If you decide to have a fundraiser, such as a barbecue at a local Fire Station, people will be more likely to support it.
- Write letters to local businesses asking for support. Use information about how Odyssey of the Mind fits into the corporate workplace to help businesses understand how they can benefit from sponsorship. If a team member or relative of a team member knows someone in the business, have that person sign the letter or write a personal letter to accompany the form letter.
- Appear at local functions selling Blow Pops to "blow them away" at World Finals.
- Sell hot dogs and soft drinks at a popular store on a Saturday.

APPENDIX

NOTE:

THE NEXT FEW PAGES ARE AN IDEA
OF HOW ONE TEAM ORGANIZED
THEIR SEASON



ODYSSEY OF THE MIND

INFORMATIONAL MEETING

Now that the kids are back in school, it's time to think about extra-curricular activities! There is a program that explores the unique differences in students, celebrates who they are, how they learn, and teaches life skills in the process!

Odyssey of the Mind will challenge your student to think in new directions. It will encourage them to step out, teach them self confidence in their individuality, and teach them to appreciate and respect the individuality and abilities of their peers!

(SCHOOL) will host an informational meeting to introduce the program. Interested parents and students are invited to participate with your student and learn about the program in the process.

Odyssey of the Mind is an international educational program that provides creative problem-solving opportunities for students from kindergarten through college. Kids apply their creativity to solve problems that range from building contraptions, designing and painting props, making costumes, writing scripts, making decisions, taking risks, and having fun with creativity. Students work 1-3 hours a week in a team of 5-7 members, learning self-confidence, evaluating ideas and solving one of five problems. **No adult assistance** is permitted in this process.

They then bring their solutions to competition on the local, state, and world level. Thousands of teams from throughout the U.S. and from about 25 other countries participate in the program. Teams will be formed through tryouts to be held (DATE/S).

SAMPLE

CALLING ALL:

ENGINEERS

WRITERS

ACTORS

SCIENTISTS

PROBLEM-SOLVERS

PROJECT MANAGERS

ARTISTS

AND

CREATIVE THINKERS

WE NEED YOU!

WHEN

Wed, Aug. 21st

5:30pm–6:30pm

WHERE

[TEACHER]

Classroom

Build • Explore • Live • Invent • Experience • Venture • Excite • BE...

ODYSSEY OF THE MIND

INFORMATIONAL MEETING AGENDA

1. Introductions (School Coordinator / Coaches)

2. View Video (A Creative Experience)

3. PowerPoint Presentation

- What is Odyssey of the Mind?
- History of Odyssey of the Mind
- What are the benefits?
- Who may participate?
- How are team formed?
- 3 Components of Odyssey
- Long-Term Problems
- Spontaneous
- Style
- Outside Assistance
- Time Commitments
- What are the costs?
- Coaching Objectives

4. Tryout Process

- a. Sign-up Form
- b. Teacher Recommendation Form
- c. Return forms by (date)

5. Teams will be posted _____

6. Questions & Answers-

ODYSSEY OF THE MIND

SIGN-UP FORM

Please bring sign-up form to **Tryouts on Thursday, October 24th**.

Student Name: _____ Grade: _____

Cell: _____ Email: _____

Date of Birth: _____ Gender: _____

Address: _____ City: _____ Zip: _____

Parent/Guardian #1: _____ Email: _____

Home: _____ Cell: _____ Work: _____

Parent/Guardian #2: _____ Email: _____

Home: _____ Cell: _____ Work: _____

Allergies: _____

Medical Issues: _____

TEAM MEMBER COMMITMENTS

1. Weekend workdays will become common from September through March as the Regional Competition approaches. The OotM season is VERY busy in the spring.
2. All team members are expected to attend the Regional Competition in February/March. If the team progresses to the next level(s) of competition, attendance at these events is mandatory as well. State competition is in April and World Finals is in the end of May.
3. Parent commitment is an important part of OotM.
4. Team expenses: registration fee, regional, state fees, prop transportation, supplies, snacks, T-shirts, etc.
5. If your student plays a spring sport, please consider this before you make this commitment. Once a team starts meeting, no new team members can join, even if someone had dropped out.

We understand all the commitments and would like to participate in Odyssey of the Mind at _____ School.

Student Signature: _____ Date: _____

Parent Signature: _____ Date: _____

Please list all the after-school activities, days and times in which you are involved: _____

People would say that one of my greatest strengths is: _____

If I had to think of one flaw I would like to improve in myself, I would work on: _____

Please rate the following:	No Skills		Proficient	Exceptional	
Leadership Skills	1	2	3	4	5
Teamwork Skills	1	2	3	4	5
Creative Skills	1	2	3	4	5
Artsy Skills	1	2	3	4	5
Engineering Skills	1	2	3	4	5
Writing Skills	1	2	3	4	5
Outgoing	1	2	3	4	5
Techy	1	2	3	4	5
Music Skills	1	2	3	4	5
Drama Skills	1	2	3	4	5

(SCHOOL) Odyssey of the Mind

Teacher Recommendation Form

This form is for the use of the coaches ONLY. Students and parents will not have access to teacher recommendations. Please do **not** return this to the student. Please return this form to **(TEACHER)** by **Friday, August 30th**.

TEACHERS: Thank you for taking a few minutes to fill this out. We feel your comments are important in helping to select the students who will (SCHOOL). It is important our Odyssey of the Mind members have exceptional moral character both inside and outside of the classroom. Please give honest and objective feedback.

Student's Name _____

Teacher's Name _____

How do you know this student? _____

Do you feel this student would be a good participant of Odyssey of the Mind? Please explain. _____

Please rate the following with a score of 1 to 5 (5 being the highest and 1 the lowest).

Reliability	1	2	3	4	5	
Maturity	1	2	3	4	5	
Character	1	2	3	4	5	
Leadership	1	2	3	4	5	
Promptness	1	2	3	4	5	
Attendance	1	2	3	4	5	
Enthusiasm	1	2	3	4	5	
Creativity	1	2	3	4	5	Total _____

Please list any additional comments, on the back if needed that may impact whether this participant is a good candidate for the (SCHOOL) Odyssey of the Mind:

Hands-On: Catapult

Problem: Build a catapult out of the materials given. The device will then be used to catapult 3 objects (a penny, a paper clip, an eraser) toward a designated target 5 feet away from the presentation area. Score will be based on teamwork, creativity of device and marked scores on the target area.

Time: You have 10 minutes to build the catapult. No time limit for execution.

Scoring: 1-20 points for creativity of device
1-25 points for teamwork
1-25 points for marked scores on the target area.

Category	4	3	2	1
Contributions	Routinely provides useful ideas when participating in the group discussion. A definite leader who contributes a lot of effort.	Usually provides useful ideas when participating in the group discussion. A strong group member who tries hard!	Sometimes provides useful ideas when participating in the group discussion. A satisfactory group member who does what is required.	Rarely provides useful ideas when participating in the group discussion. May refuse to participate.
Problem-Solving	Actively looks for and suggests solutions to problems.	Refines solutions suggested by others.	Does not suggest or refine solutions, but is willing to try out solutions suggested by others.	Does not try to solve problems or help others solve problems. Let's others do the work.
Focus on the Task	Consistently stays focused on the task and what needs to be done. Very self-directed.	Focuses on the task and what needs to be done most of the time. Other group members can count on this person.	Focuses on the task and what needs to be done some of the time. Other group members must sometimes nag, prod, and remind to keep this person on task.	Rarely focuses on the task and what needs to be done. Let others do the work.
Monitors Group Effectiveness	Routinely monitors the effectiveness of the group, and makes suggestions to make it more effective.	Routinely monitors the effectiveness of the group and works to make the group more effective.	Occasionally monitors the effectiveness of the group and works to make the group more effective.	Rarely monitors the effectiveness of the group and does not work to make it more effective.
Attitude	Never is publicly critical of the project or the work of others. Always has a positive attitude about the task(s).	Rarely is publicly critical of the project or the work of others. Often has a positive attitude about the task(s).	Occasionally is publicly critical of the project or the work of other members of the group. Usually has a positive attitude about the task(s).	Often is publicly critical of the project or the work of other members of the group. Often has a negative attitude about the task(s).

Hands-On: Egg Standing

SAMPLE

Problem: Your problem is to make an egg stand on end by using the items provided. You will have 4 minutes to complete this task. You may talk during the planning time, but not during the building time.

Scoring: 20 points for the egg standing up
 1-30 points for creative solution
 1-25 points for teamwork
 1-25 points for creative presentation of use of materials

Category	4	3	2	1
Contributions	Routinely provides useful ideas when participating in the group discussion. A definite leader who contributes a lot of effort.	Usually provides useful ideas when participating in the group discussion. A strong group member who tries hard!	Sometimes provides useful ideas when participating in the group discussion. A satisfactory group member who does what is required.	Rarely provides useful ideas when participating in the group discussion. May refuse to participate.
Problem-Solving	Actively looks for and suggests solutions to problems.	Refines solutions suggested by others.	Does not suggest or refine solutions, but is willing to try out solutions suggested by others.	Does not try to solve problems or help others solve problems. Let's others do the work.
Focus on the Task	Consistently stays focused on the task and what needs to be done. Very self-directed.	Focuses on the task and what needs to be done most of the time. Other group members can count on this person.	Focuses on the task and what needs to be done some of the time. Other group members must sometimes nag, prod, and remind to keep this person on task.	Rarely focuses on the task and what needs to be done. Let others do the work.
Monitors Group Effectiveness	Routinely monitors the effectiveness of the group, and makes suggestions to make it more effective.	Routinely monitors the effectiveness of the group and works to make the group more effective.	Occasionally monitors the effectiveness of the group and works to make the group more effective.	Rarely monitors the effectiveness of the group and does not work to make it more effective.
Attitude	Never is publicly critical of the project or the work of others. Always has a positive attitude about the task(s).	Rarely is publicly critical of the project or the work of others. Often has a positive attitude about the task(s).	Occasionally is publicly critical of the project or the work of other members of the group. Usually has a positive attitude about the task(s).	Often is publicly critical of the project or the work of other members of the group. Often has a negative attitude about the task(s).

Hands-On: Invention

Problem: Use the items given to create your own original invention to help society. You must be able to explain the invention, how it helps and how it works. Up to 10 bonus points will be given for a creative title for the invention. All the materials do not have to be used, but you are limited only to the items given. Destroying the materials is legal.

Time: You have 2 minutes to discuss and 4 minutes to build

Scoring:

- 1-20 points for creativity solution
- 1-25 points for creative title for the invention
- 1-30 points for how much the invention will help society
- 1-25 points for teamwork
- 1-25 points for presentation of invention, how it helps and how it works

Category	4	3	2	1
Contributions	Routinely provides useful ideas when participating in the group discussion. A definite leader who contributes a lot of effort.	Usually provides useful ideas when participating in the group discussion. A strong group member who tries hard!	Sometimes provides useful ideas when participating in the group discussion. A satisfactory group member who does what is required.	Rarely provides useful ideas when participating in the group discussion. May refuse to participate.
Problem-Solving	Actively looks for and suggests solutions to problems.	Refines solutions suggested by others.	Does not suggest/refine solutions but is willing to try out solutions suggested by others.	Does not try to solve problem or help others solve problems. Let's others do the work.
Focus on the Task	Consistently stays focused on the task and what needs to be done. Very self-directed.	Focuses on the task and what needs to be done most of the time. Other group members can count on this person.	Focuses on the task and what needs to be done some of the time. Other members must sometimes nag, prod, and remind to keep this person on task.	Rarely focuses on the task and what needs to be done. Let others do the work.
Monitors Group Effectiveness	Routinely monitors the effectiveness of the group, and makes suggestions to make it more effective.	Routinely monitors the effectiveness of the group and works to make the group more effective.	Occasionally monitors the effectiveness of the group and works to make the group more effective.	Rarely monitors the effectiveness of the group and does not work to make it more effective.
Attitude	Never is publicly critical of the project or the work of others. Always has a positive attitude about the task(s).	Rarely is publicly critical of the project or the work of others. Often has a positive attitude about the task(s).	Occasionally is publicly critical of the project or the work of other members of the group. Usually has a positive attitude about the task(s).	Often is publicly critical of the project or the work of other members of the group. Often has a negative attitude about the task(s).

Name: _____

Written Verbal: Create a Vending Machine

Problem: Your problem is to imagine you are the designer of a new vending machine. You must decide what you would sell in it. For example, you could say, "I would sell homemade cookies."

Scoring: Common will receive 1 point and Creative will receive 3 points

Time: 1 minute to think and 3 minutes to respond

Common Response (1 point)	Creative Response (3 points)
<ul style="list-style-type: none">• I would sell homemade cookies.• I would sell tea.• I would sell make up.• I would sell school supplies.• I would sell candy.	<ul style="list-style-type: none">• I would sell jokes to tell in class.• I would sell creative answers for spontaneous.• I would sell crumbs for ants.• I would sell pairs of animals for Noah.• I would sell completed homework assignments

Verbal: Extreme Makeover: Odyssey Edition

Problem: This is a two-part problem.

Part 1: There are items on the table in front on you. You must use these items to give yourself a makeover. You may only use these materials on the table. You may use the items in any way, but you may not damage any of the clothing items.

Part 2: Your problem is to improvise with AT LEAST two of the items. “Who or What are you and What powers do you possess? You may ask questions at any time, but time will continue.

Scoring: Common will receive 1 point
Creative will receive 5 points

Time: 2 minutes to think
4 minutes to respond

Common Response (1 point)	Creative Response (5 points)
<ul style="list-style-type: none">I’m SupermanI’m a model	<ul style="list-style-type: none">I’m a super model with super powers...I can turn common to creative

Hands-On: Invention

Judge’s Score Sheet

Rank 1-4 (1- low, 4 high) See rubric for more details.	STUDENT NAME	STUDENT NAME	STUDENT NAME	STUDENT NAME	STUDENT NAME	STUDENT NAME	STUDENT NAME
Contributions							
Problem-Solving							
Focus on the Task							
Monitors Group Effectiveness							
Attitude							
Total Points							

Comments:

Tryout Groups

SAMPLE

<u>Group 1</u>	<u>Group 2</u>	<u>Group 3</u>	<u>Group 4</u>	<u>Group 5</u>
Student	Student	Student	Student	Student
Student	Student	Student	Student	Student
Student	Student	Student	Student	Student
Student	Student	Student	Student	Student
Student	Student	Student	Student	Student
Student	Student	Student	Student	Student